

Q I've got TVP 10 Where do I start?

A

If experiencing any issues with TVPaint the first step is to contact TVPaint Support:

<http://www.tvpaint.com/v2/content/article/company/contact.php>

or email to : [support\\_aau@tvpaint.fr](mailto:support_aau@tvpaint.fr)

OR post questions on the [TVPaint Users Forum](#) , technical support sub-rum:

<http://forum.tvpaint.com/viewforum.php?f=10>

READ the [TVPaint User Manual](#) to find answers on using the basic interface of TVPaint and look at the Tutorials Page on the TVPaint website :

TVPaint User Manual (on the install disc ) also available here:

<http://www.tvpaint.com/v2/content/article/downloads/manual.php>

**TVPaint Tutorials page:**

<http://www.tvpaint.com/v2/content/article/support/tutorial.php>

Also see the older TVPaint 9 tutorials page here:

[http://www.tvpaint.com/v2/content/article/support/tutorial.php?list\\_tags=tv9](http://www.tvpaint.com/v2/content/article/support/tutorial.php?list_tags=tv9)

**\*NOTE:** Even though those tutorials are for older version TVPaint 9 , by and large those still apply to using TVPaint 10. A few things have changed in the look of the interface from TVPaint 9 to TVPaint 10 , but those earlier tutorials for TVPaint 9 are still valid , especially this one for capturing Stop Motion in TVPaint:

[http://www.tvpaint.com/v2/content/article/support/includes/get\\_movie\\_html.php?id=35](http://www.tvpaint.com/v2/content/article/support/includes/get_movie_html.php?id=35)

same TVP Stop Motion tutorial is also posted on [TVPaint's YouTube Channel](#):

[http://www.youtube.com/watch?v=EMA\\_FSdwBkA](http://www.youtube.com/watch?v=EMA_FSdwBkA)

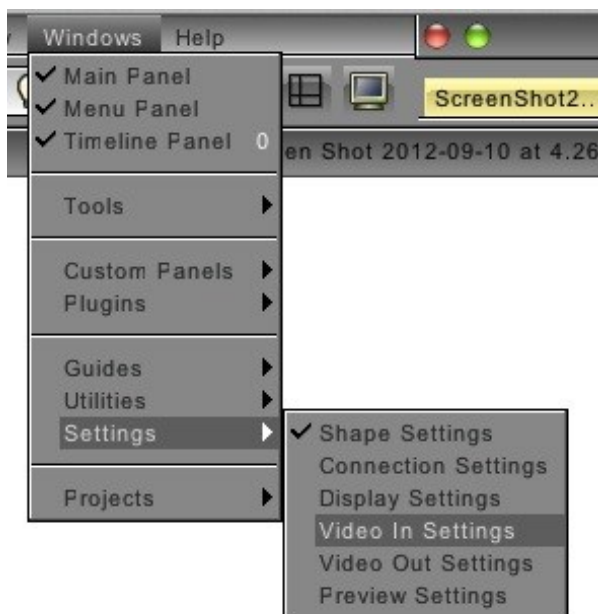
## About the tutorials in the Module 1 MEDIA :

- Stop Motion Setup
- Stop Motion Setup: Camera
- Capture Animation

The tutorials in the **MEDIA** section of the class were made using TVPaint 9 . Since that time the software has been updated and the new TVPaint 10 interface is slightly different . But don't let that throw you off . The BASIC FUNCTIONS you will use in this class such as scanning your drawings and loading them into TVPaint or frame-capturing your drawings using the Video Input (aka "*Video Grabber*") tool has not changed much.

### Video Frame-capture with TVPaint:

You will probably notice in the MEDIA section tutorials that the instructor refers to capturing images from the "Video Grabber" window and you might be saying: ***"Where the heck is the "Video Grabber" on my TVPaint ? I don't see any stinkin' "Video Grabber" ."*** Don't let that throw you off. In TVPaint 10 the "Video Grabber" has simply changed it's name to "Video Input" , but it's the exact same thing. The location of the Video Grabber in TVPaint 9 was under Windows menu -- Video Grabber , but in TVPaint 10 it is under Windows menu -- SETTINGS -- Video In Settings :



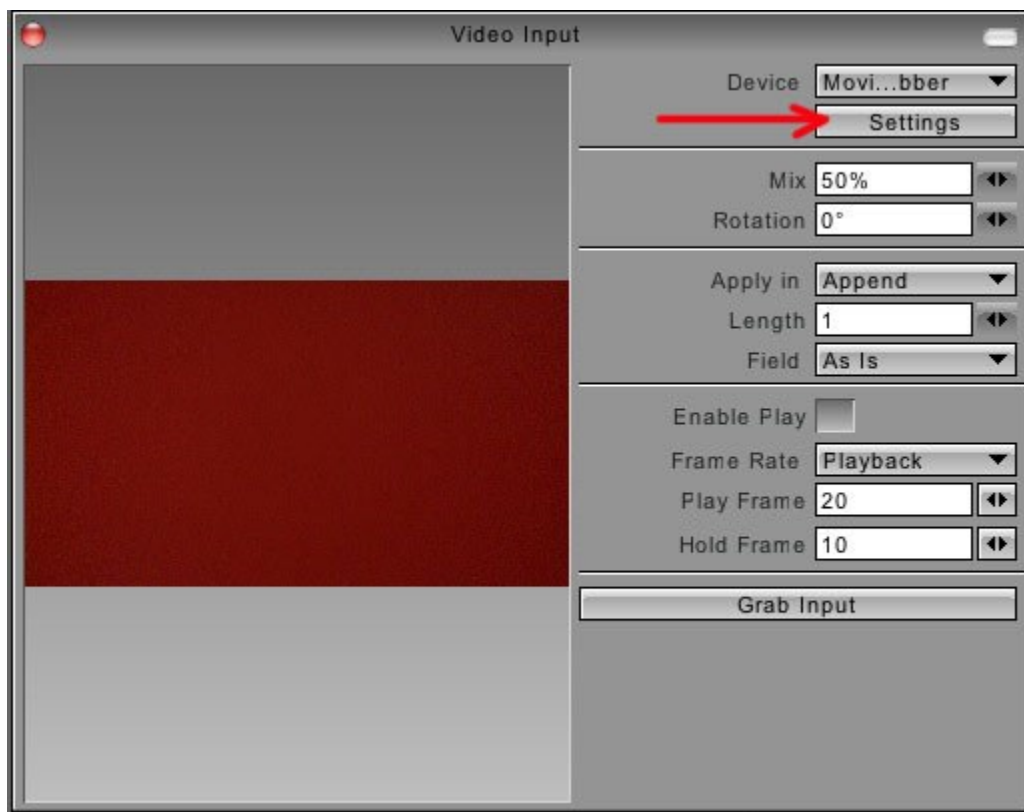
This will activate the Video Input window.

Just remember when the tutorial refers to **"Video Grabber"** it's the exact same thing as the **Video Input** in TVPaint 10.

Only the names are different . *"Video Grabber"* (TVPaint 9) = *"Video Input"* (TVPaint 10) . Other than that there's not much that's different from the tutorials provided when you are making a pencil test by capturing from a video downshooter.

\* Again, when in doubt , check the [TVPAINT 10 USER MANUAL](#) . (the user manual is on your TVPaint install disc, should have installed in the same folder as the software. If not download it from the [link](#) provided or check the install disc again) Search the User Manual under "video in" . It's under Sections 5-12 - to - 5-14 in the TVPaint 10 User Manual.

The Video Input Window (TVP10) looks like this:



Click on **"Settings"** to select your source video input device (camera) if the camera image does not immediately appear.

When the Settings window opens go to the **SOURCE** tab. Under SOURCE you will see whatever compatible video input devices are plugged in to your computer. Select the video input device (camera) you want to use. It might be "Logitech webcam" or "Microsoft webcam" or something generic like "USB2.0 Camera" .

**\*Mac Users -** on Mac almost all webcams are plug-and-play using Universal Webcam Drivers , but to activate certain useful functions such as Digital Zoom , and Manual control over Exposure and Focus you will need to use a software called [iGlasses](#) to control the webcam. **see info on that in another pdf**